

# PICNIC PARANOIA

***Requires Apple II + or Apple II E  
with 48K memory, and joysticks optional.***

George is having a picnic.

Fortunately, it's a sunny day and there is not a cloud in the sky. He's prepared a feast fit for a king and carefully laid it out on his neat little tablecloths.

Unfortunately, he spies an uninvited guest. An ant has come onto the tablecloth, attracted by the food.

Fortunately, he has brought his pest swatter, and he dispatches the ant with a quick flick.

Unfortunately, the ant is not alone. A few more ants wander in for a handout.

Fortunately, George is able to defend his food.

Unfortunately, there are stinging wasps in the area and they too want some food.

Fortunately, George is quick with his swatter.

Unfortunately, George is not quick enough. Legions of ants begin to invade.

Unfortunately, George has also attracted spiders that bite.

Unfortunately, more and more ants and wasps arrive.

Unfortunately, . . . . .

PICNIC PARANOIA will make you think twice about any picnic you've been planning and give you hours of hilarious fun while you stay home instead.

**synapse**

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# PICNIC PARANOIA

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## PICNIC PARANOIA FOR THE APPLE

### Loading the Disk:

Make sure that you have at least 18K of memory. Insert the PICNIC PARANOIA disk and simply boot it up.

### Starting the Game:

To start playing, press [RETURN] at any time after the music begins.

### Object of the Game

The object of the game is to prevent the invading ants from stealing and carrying off your food. This, of course, must be done while avoiding the spiders and wasps that are out to help the ants in their thelving activities.

As the level of play increases there are more and more enemy insects on the screen at one time.

### "George"

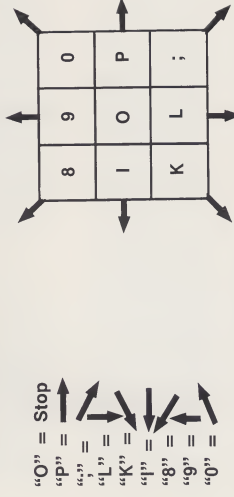
Movement of the player, "George," can be controlled by using a joystick or the keyboard. Select option when music is playing by pressing "j" for joystick or "k" for keyboard.

### The Joystick

The swatter is controlled by first pressing the fire button and, while keeping it depressed, pressing the stick in the direction desired. You may also keep the fire button depressed and move "George", in which case he swats as he walks in the direction selected.

### The Keyboard

"George can move in 8 directions. The keys corresponding to these 8 directions are the 8 keys surrounding the letter "O" key:



The swatter is turned off and on by the [RETURN] key.

### The Ants

Ants are extremely industrious creatures. They are well organized and very hungry, hence once they have spotted your food they will continue to attack it. You can swat them and thereby dispatch them to their just rewards . . . if you can reach them.

Often they will approach your food and sit just out of range of your swatter, until enough have gotten together to push your food off the table.

Once enough ants have collected, they will attempt to push your food off the table and then off the screen. In order to stop this foul play you must swat them as they try to make off with the goods. Once one of the ants is eliminated the food will stop moving, until another ant comes to replace the one you mixed.

## The Spiders

Although the spiders aren't particularly interested in your food, they are not friendly! All they care about is spinning their webs and making sure that no one gets in their way. If you are in the way of an advancing spider, he (or she) will bite you without warning.

As soon as you are bitten, "George" is deposited in the middle of the screen. His face will flash red with embarrassment and you will hear an embarrassing noise. During this time "George" is paralyzed and you will be unable to move him. As soon as his face stops flashing and the noise stops "George" is ready for action.

After a spider bite, "George" is paralyzed for approximately 3 seconds.

The spiders also leave webs. These webs must be swatted out of the way in order to get through them.

## The Wasps

The wasps are just plain nasty. Their only purpose in life is to follow "George" around and make his life miserable by trying to sting him. The wasp may be swatted, like any of the other insects. If the wasp stings you, "George" is deposited in the middle of the screen and is paralyzed for 5 seconds. (See SPIDERS).

## The Foods

Each of the foods is worth a certain number of points. Since it takes fewer ants to move the smaller foods, they are worth more points.

If the ants have managed to move your food off the table but you have stopped them before they leave the screen, you may bring the food back. In order to do this you must first swat all of the ants blocking the way of the return of the food to the place it originated. Then "George" must go around to the side of the food and "grab" it. In the joystick version you grab the food by pressing the other pushbutton. In the keyboard mode, you press the space bar to grab the food. When "George" has grabbed the food successfully you will hear a quick but rewarding sound. Now that "George" is holding the food, he can carry it back onto the table.

It may take two or three tries to get the food all the way back onto the table. Note that while "George" can also pull the food (by getting between the food and the table), he cannot run around and push it from behind.

The food scores half as many points if it is not on the table when the round ends.

Remember, swat the food to pick it up, and swat again to release it.

The food scores half as many points if it is not on the table when the round ends.

## The Rounds

Each round consists of two minutes. The time left in the round is displayed in the top center of the screen. After the two minutes are up, all action stops and the points for the food remaining are tallied. The remaining food is then repositioned on the table and the next round begins.

## The Bug Spray

After the first five thousand points are scored and for every ten thousand points thereafter, you are awarded one can of bug spray. This bug spray can be used at any time by pressing the letter "x". The availability of bug spray is indicated in the top part of the screen next to the players score (in the form of a little spray can). Pressing the letter "x" and thereby releasing the spray will destroy all of the insects on the screen at the time that the spray is used. It will not destroy spider webs!

## Additional Notes

1. Do not try to prevent food from being pushed off the screen by standing in front of it. You will be popped back into the center of the screen. However, you will not be paralysed.
2. Press [ESC] on the keyboard will pause the game should you need to leave a game in progress.
3. The little doors at the top, bottom, and sides of the screen allow "George" to get around more quickly. You may pass through these doors and reappear on the opposite of the screen.
4. At the end of a round, at least one food must remain on a table.

## Options

While the introduction music is playing, you may choose a one-or two-player game by pressing "1" or "2". A two-player game will be played by both players in turn.

You may choose the starting levels of 1 through 5 by pressing the appropriate number while the player/round screen is displayed.

You may restart the game by pressing the "R" key.

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